



**ACCOLADE™**

**Commodore 64/128**

**Designed by Artech Digital Entertainments, Inc.**

# Mini Putt

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## **STARTUP**

Power up your C64 and disk drive

Insert the joystick into port 2

Insert disk into drive label side up

Type LOAD "\*", 8, 1 followed by RETURN

You may abort the introduction screen by pressing the fire button

The game will enter into a demo mode after 1 min. of inactive.

## **COURSE SELECTION SCREEN**

Move the joystick up and down to highlight your choice of "Practice a hole" or "Play a course". Press the fire button. Repeat the above procedure to choose a course and/or hole.

Pressing F1 on these screens will return you to the previous screen.

## **NAME ENTRY SCREEN:**

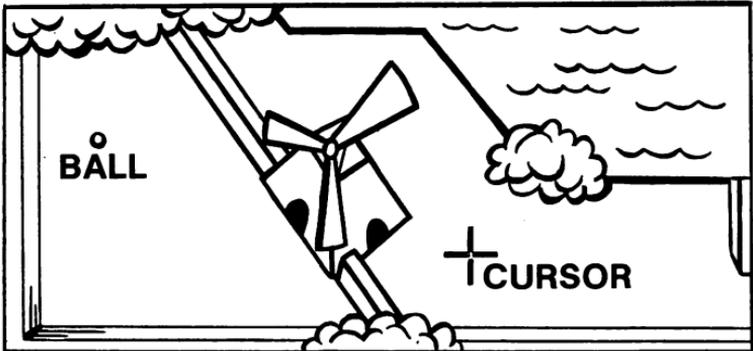
Use return when you have finished entering your name. If fewer than four players are playing, press return again.

If you achieve a "low" score for any course you will be asked to enter your name on the course pro board. Use the same procedure as above.

## **TO AIM THE SHOT:**

To begin, position the cursor to where you would like your first putt to go, by moving the joystick. You may make use of both the overview map and playfield to aim your shot. It is sometimes necessary to place the cursor and the ball on different screens. Use the space bar to toggle between screens.

# PLAY AREA

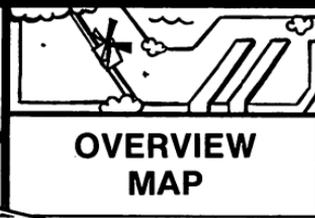


POWER BAR

32  
24  
16  
12  
8  
4



CENTER ↑ LINE  
ACCURACY BAR



OVERVIEW  
MAP

DISTANCE

D. PUTTR  
PAR: 11  
PUTTS: 2  
HOLE: 6

SCORE

## POWER OF THE SHOT:

While you are aiming your shot, the distance between the ball and the current cursor position will be displayed numerically next to your golfer. You may have to use greater power to actually get the ball to the hole since you will not always have a straight shot to the hole due to slopes or banked shots, etc.

## TO MAKE THE SHOT

When you are ready to shoot, hit the fire button. You will notice the level rise in the power bar. When the bar reaches the desired distance PRESS the fire button again. When you RELEASE the fire button, the bar starts to move back down. The mark where you stopped the bar moving indicates the power with which you hit the ball.

When the bar reaches the bottom of the power bar, it moves horizontally on to the accuracy bar. In the middle of the accuracy bar is a center line. To make the ball move exactly toward the cursor position you selected while aiming, you must press the fire button at the exact time the indicator reaches this line. If you press the fire button before this time (left of the center line), the ball will move to the left of where you aimed. If you press the fire button late (right of this center line), the ball will move to the right of where you aimed. When you RELEASE the fire button the ball will begin to move.

## **THE SCORECARD:**

Your score for the current hole is shown on the play screen. If you wish to see the score for the entire course and all players, just press F3.

## **HOT TIPS!**

### **TIMING SHOTS:**

When you are trying to putt through a moving object (windmills for example), the fact that the ball doesn't move until you RELEASE THE FIRE BUTTON on the accuracy bar, can be used to aid in your timing.

### **PAR AND STRATEGY:**

In most cases, the player will have several options for making shots. The easy route to the hole will require more strokes than the trickier multiple bounce shots, but will of course be safer. To make par on some holes it may be necessary to take the more difficult shots.

### **THE TERRAIN:**

**SMOOTH:** terrain which is smooth constitutes the main playing field. It is flat and solid in color, usually being light green.

**SLOPES:** Slopes and breaks are indicated by arrows that point in the direction they will influence the ball to go. Dark arrows on a light green background, break slightly faster.

- up (arrow points up)
- left (arrow points left)
- right (arrow points right)

**WALLS:** Walls and diagonals cause the ball to rebound in a manner dependent on the speed and direction of the approaching ball.

**WATER:** Water pools and traps may or may not be surrounded by walls. A ball in the water is played from where it entered the water. A one stoke penalty will be added to the players score.

**BRIDGES:** Bridges may be flat or sloped in any direction. Some bridges may be covered while others may be open. Some bridges may involve timing elements, such as draw bridges, while others may require more power in the shot, such as the loop de loop bridge. Some are bordered by walls and others have no such safety rails to prevent the ball from falling into the water.

## **THE FUNCTION KEYS**

**F1** previous screen

**F3** displays the score screen

**F5** toggles the sound on and off

**F7** pauses/resumes the game

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